

# TECHNICAL DATA SHEET

Division		SPORTS PAVEMENTS
Page		1/1
Index: 3.	13.1 33	Rev.: 1 January 2017

#### 1. Product

## **COMPOREPO C**

#### 2. Definition

Textured mortar based on acrylic resin, calibrated fillers and pigments.

#### 3. General characteristics

- Product easily applied cold.
- Landscape and anti-dust.
- Textured mortar.

## 4. Technical characteristics

Dry waste	65,3-69,4 %
Viscosity to 20 °C (Brookfield RVT, spindle n° 6, 100 r.p.m.).	54 -94 poises
pH:	9.1 -10.2
Density	1.38-1.54 g/m <sup>3</sup>

## 5. Area of application

#### Sport surfaces

## 6. Operating instructions

The product is ready for use. Homogenise conveniently before its installation, adding up to 5% of water, only if necessary.

The spreading will be performed on a thin layer at a ratio of 0.4 kg/m<sup>2</sup> per layer, using a squeegee at a ratio of 0.4 kg/m<sup>2</sup> per layer. Drying time depends on the ambient temperature and degree of humidity; between 4 and 8 h in dry and sunny weather

## **RECOMMENDATIONS:**

- Do not apply this product in rainy weather.
- The ambient temperature for its application and curing will range from 10 to 30°C
- Do not leave any layer too thick in any case.
- Tools cleaning will be performed using just water, once the work is done.

## 7. Storage and preservation

The containers will remain sheltered from the weather, in places protected from frost and exposure to strong sunlight. Those temperatures below  $5\,^{\circ}\text{C}$  may affect the quality of the product.

Preservation: kept for a year in their original container, tightly closed and undamaged.

## 8. Supply

## The product is supplied in plastic containers of 20 kg.

This information replaces all prior information. The specifications and technical data that appear in this sheet are only guidelines corresponding to laboratory averages. Composan reserves the right to modify them without prior notice and declines any responsibility for their wrongful use.





UNE-EN ISO 9001 UNE-EN ISO 14001 ER-0140/2014 GA-2014/0146